

0.1 overview

1. If **case.coils=1**, then the Fourier series will be used for represent the coils.
2. The basic equations about the Fourier representation is,

$$x = X_{c,0} + \sum_{n=1}^N [X_{c,n} \cos(nt) + X_{s,n} \sin(nt)], \quad (1)$$

$$y = Y_{c,0} + \sum_{n=1}^N [Y_{c,n} \cos(nt) + Y_{s,n} \sin(nt)], \quad (2)$$

$$z = Z_{c,0} + \sum_{n=1}^N [Z_{c,n} \cos(nt) + Z_{s,n} \sin(nt)], \quad (3)$$

0.2 Initalization

There are several ways to initialize the coils data.

1. **case_init = 0** : Toroidally placing **Ncoils** circular coils with a radius of **init_radius** and current of **init_current**. The *i*th coil is placed at $\zeta = \frac{i-1}{N_{coils}} \frac{2\pi}{N_{fp}}$.
2. **case_init = 1** : Read coils data from **.ext.coil.xxx** files. xxx can vary from 001 to 999. Each file has such a format. **This is the most flexible way, and each coil can be different.**

```
#type of coils; name
1 "Module 1"
# Nseg I Ic L Lc Lo
128 1.0E+07 0 6.28 1 3.14
# NFcoil
1
# Fourier harmonics for coils ( xc; xs; yc; ys; zc; zs)
3.00 0.30
0.00 0.00
0.00 0.00
0.00 0.00
0.00 0.00
0.00 0.00
0.00 0.30
```

3. **case_init = -1** : Get coils data from a standard coils.ext file and then Fourier decomposed (normal Fourier transformation and truncated with *NFcoil* harmonics)

0.3 Discretization

1. Discretizing the coils data involves massive triangular functions in nested loops. As shown in Eq.(??), the outside loop is for different discrete points and for each point, a loop is needed to get the summation of the harmonics.
2. To avoid calling triangular functions every operations, it's a better idea to allocate the public triangular arrays.

$$cmt(iD, iN) = \cos(iN \frac{iD}{D_i} 2\pi); iD = 0, coil(icoil)\%D; iN = 0, coil(icoil)\%N \quad (4)$$

$$smt(iD, iN) = \sin(iN \frac{iD}{D_i} 2\pi); iD = 0, coil(icoil)\%D; iN = 0, coil(icoil)\%N \quad (5)$$

3. Using the concept of vectorization, we can also finish this just through matrix operations. This is in **fouriermatrix**.

```
subroutine fouriermatrix(xc, xs, xx, NF, ND)
nn(0:NF, 1:1) : matrix for N; iN
tt(1:1, 0:ND) : matrix for angle; iD/ND*2pi
nt(0:NF, 0:ND) : grid for nt; nt = matmul(nn, tt)
xc(1:1, 0:NF) : cosin harmonics;
xs(1:1, 0:NF) : sin harmonics;
xx(1:1, 0:ND) : returned disrecte points;

xx = xc * cos(nt) + xs * sin(nt)
```

4. Actually, in real tests, the new method is not so fast. And parallelizations are actually slowing the speed, both for the normal and vectorized method.